

Figure 1

0065243-082900

User keyboard/Mouse input

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Multi-media Capture System

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Fig 2

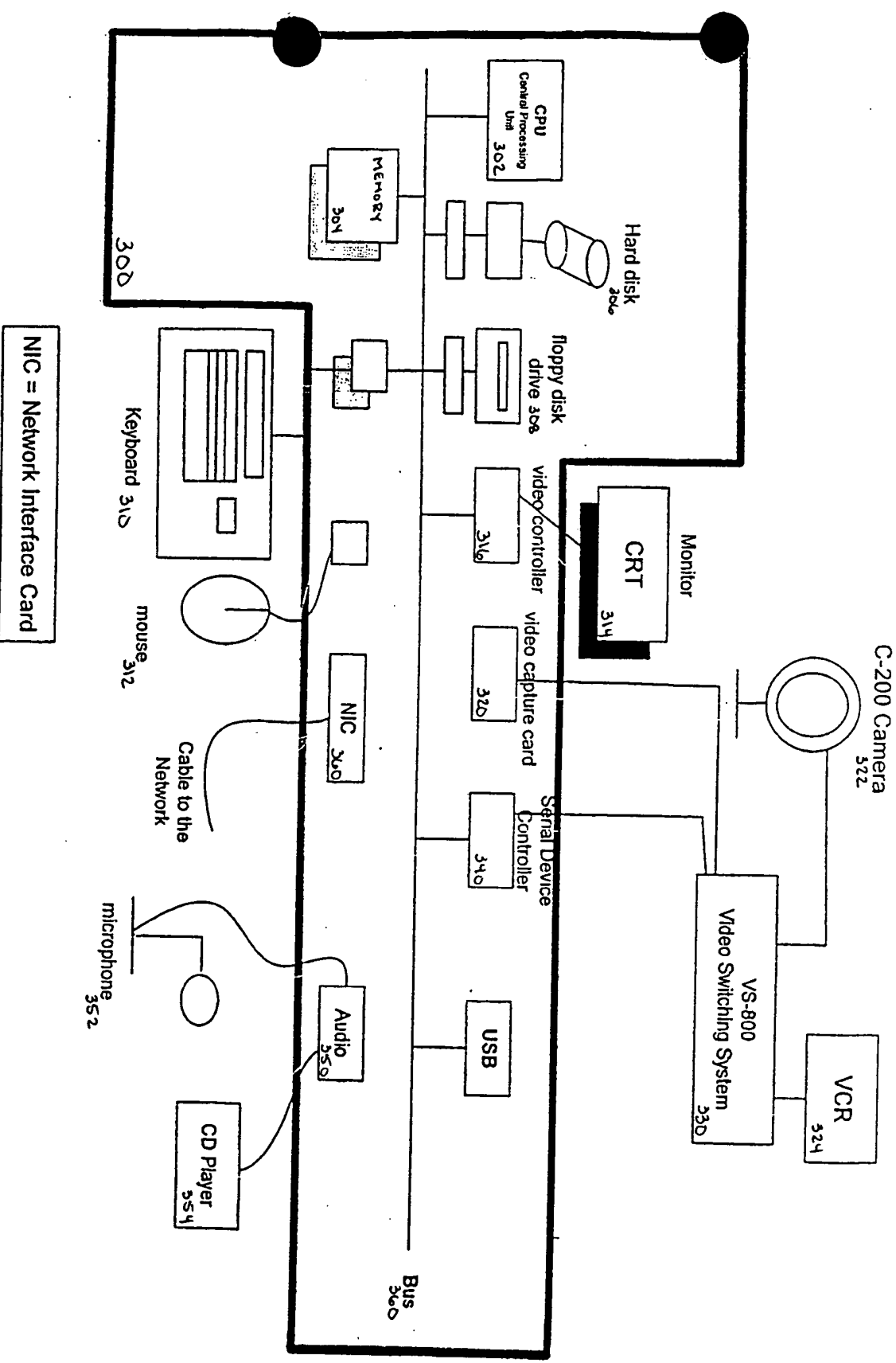


Fig 3

09652113 082900

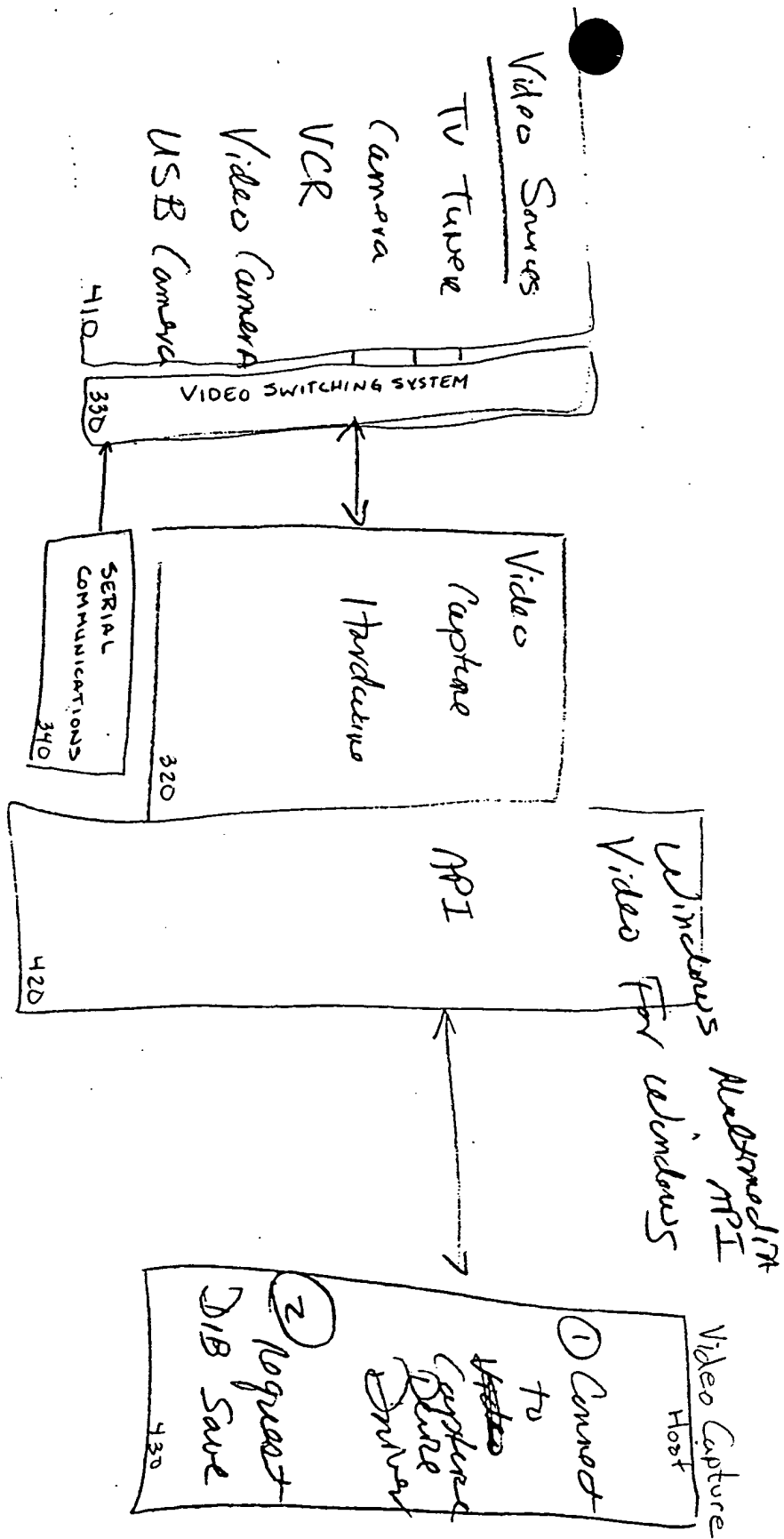


Fig 4A

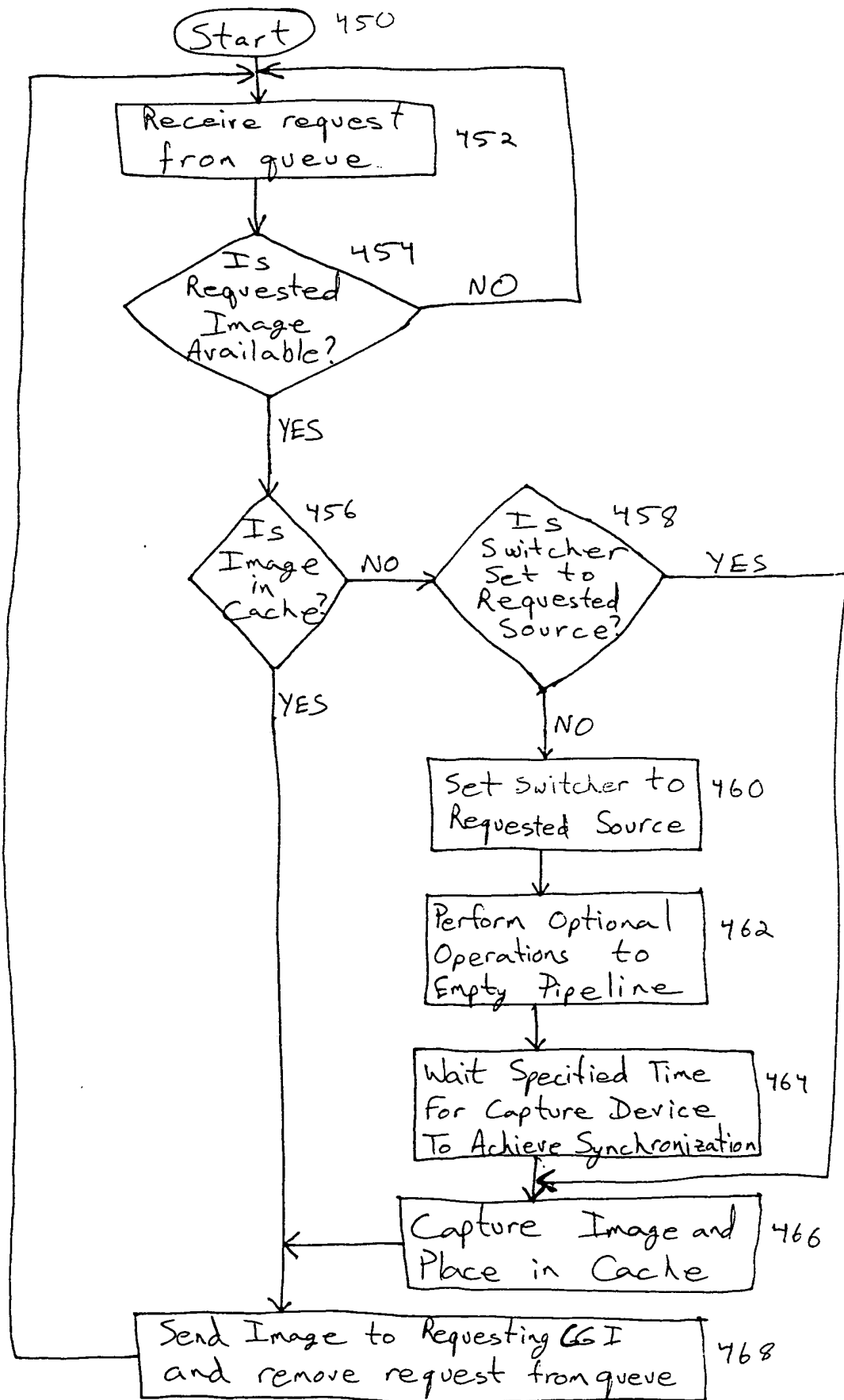


Figure 4B

006280"ET25960

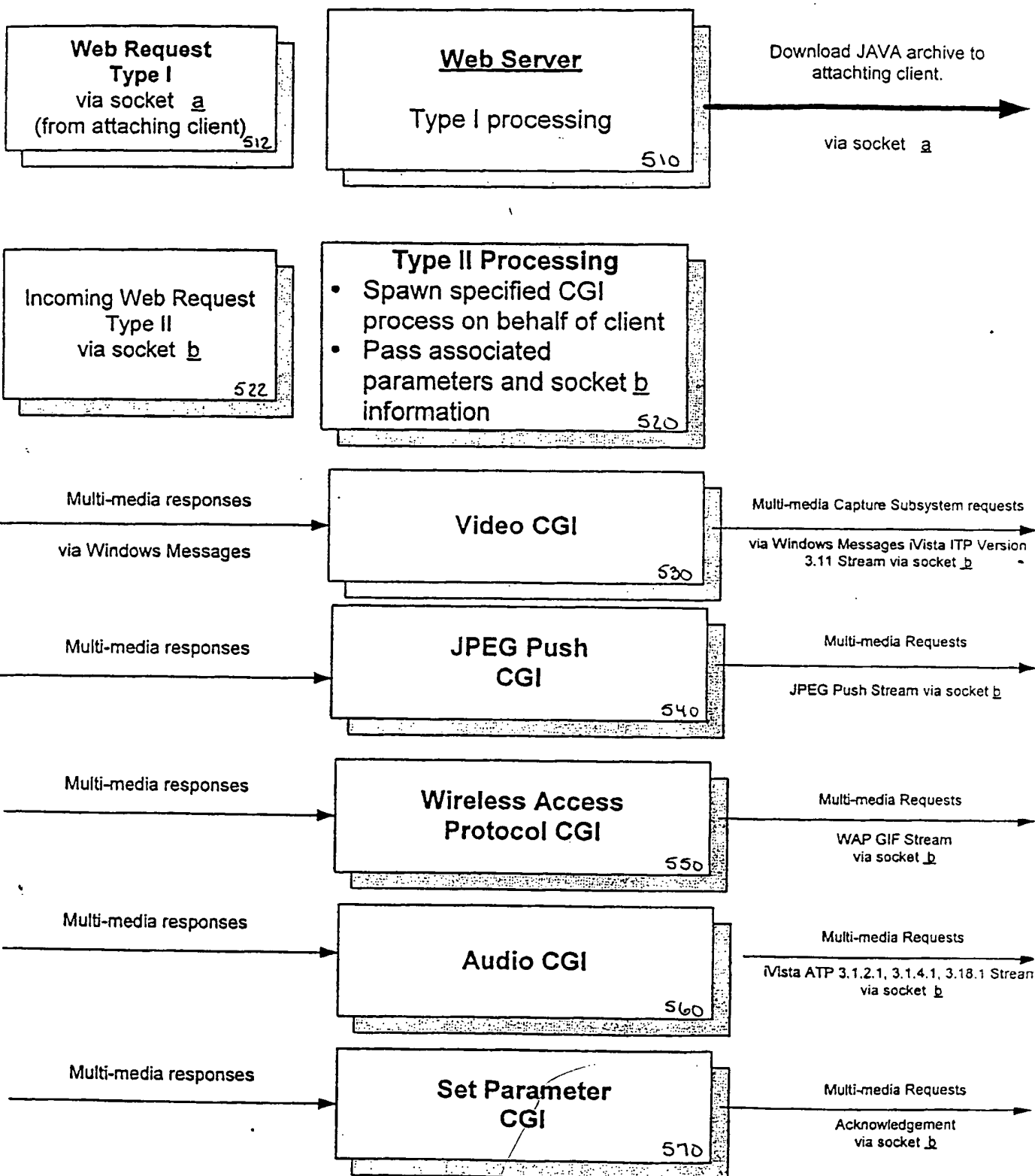


Fig. 5A

006280" ET25960

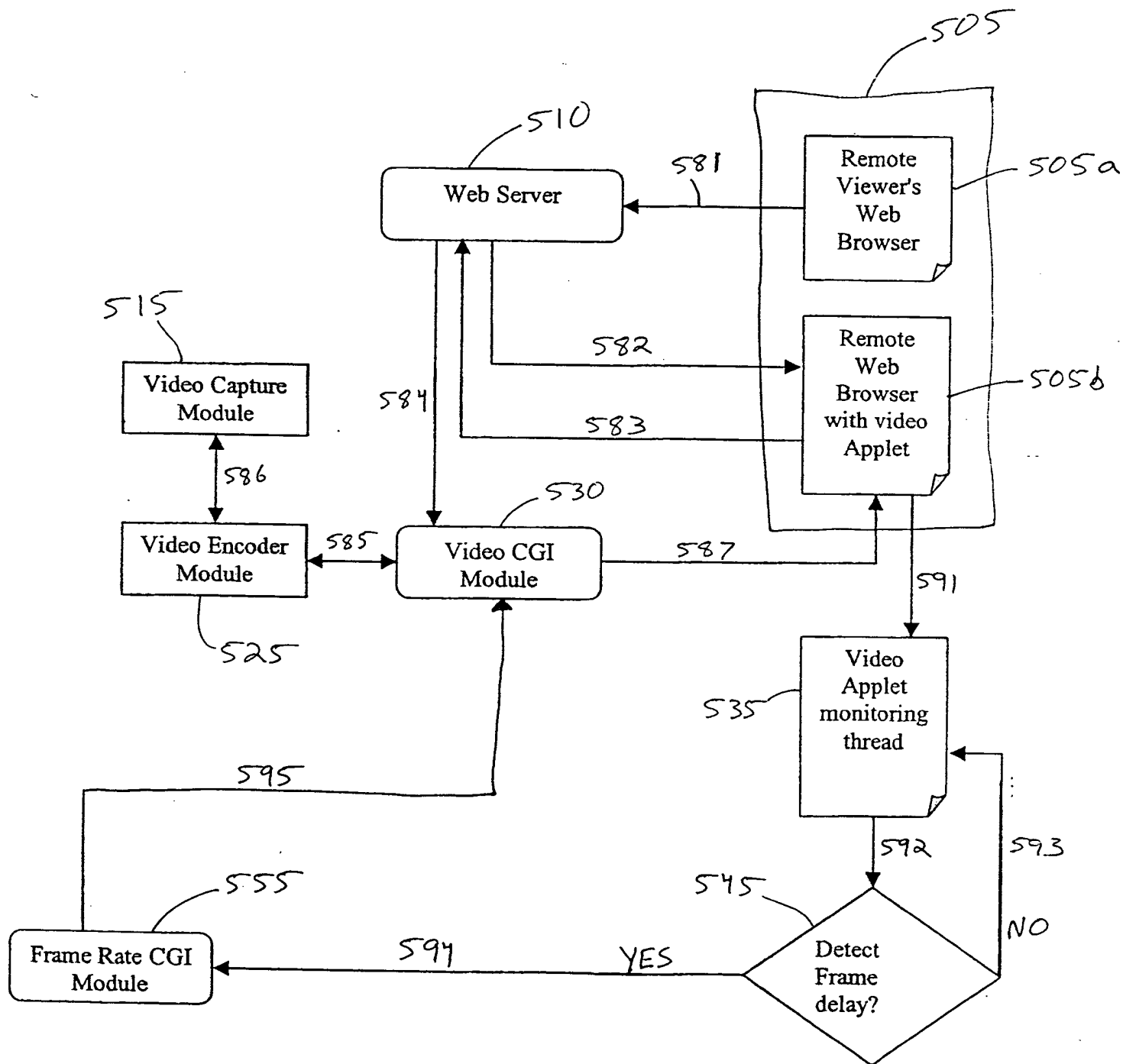
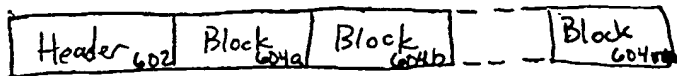
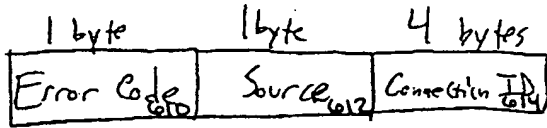


Fig. 5B

Video Stream Format



Video Header

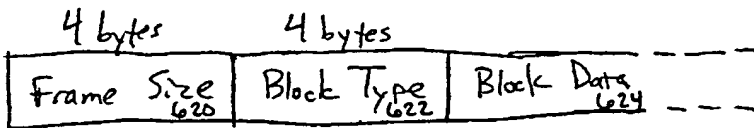


0 = success
non-zero = error

0 = host
1 = mirror

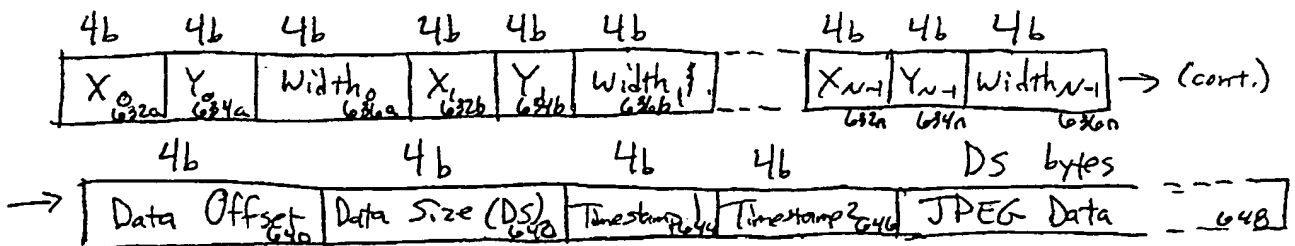
Note: If Error Code is non-zero, no bytes will follow and the stream is complete.

Video Block



The following are the possible block types and their block data formats

Block Type = N ($N > 0$), Partial Frame



In this case, the image consists of N ~~lines~~ segments arranged in a horizontal "stripe". The $(X_k, Y_k, \text{Width}_k)$ triplets describe the destination position and width of each segment. Each segment is 16 pixels tall.

Figure:
(A "stripe" image)

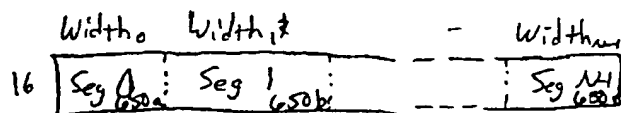
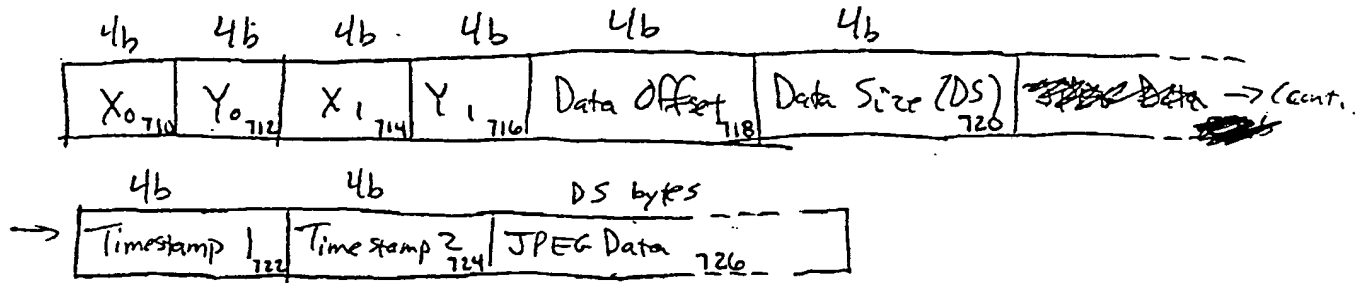


Fig 6

00652113.002900

Block Type = -3 , Single Block

Video Stream Format - 2

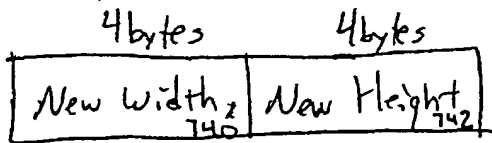


In this case, the JPEG is a single rectangle which is moved to $(X_0, Y_0) - (X_1, Y_1)$ in the destination image.

Block Type = -4, Synchronization Frame

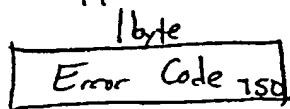
The format of this block is identical to the Single Block described above with $X_0 = 0$, $Y_0 = 0$, $X_1 = \text{Width of Image}$, $Y_1 = \text{Height of Image}$. The block is used to resynchronize the video stream with real time.

Block Type = -1, New Image Size



This block indicates a change in the transmitted image size. It is immediately followed by a full image Single Block frame.

Block Type = -2, Error Block

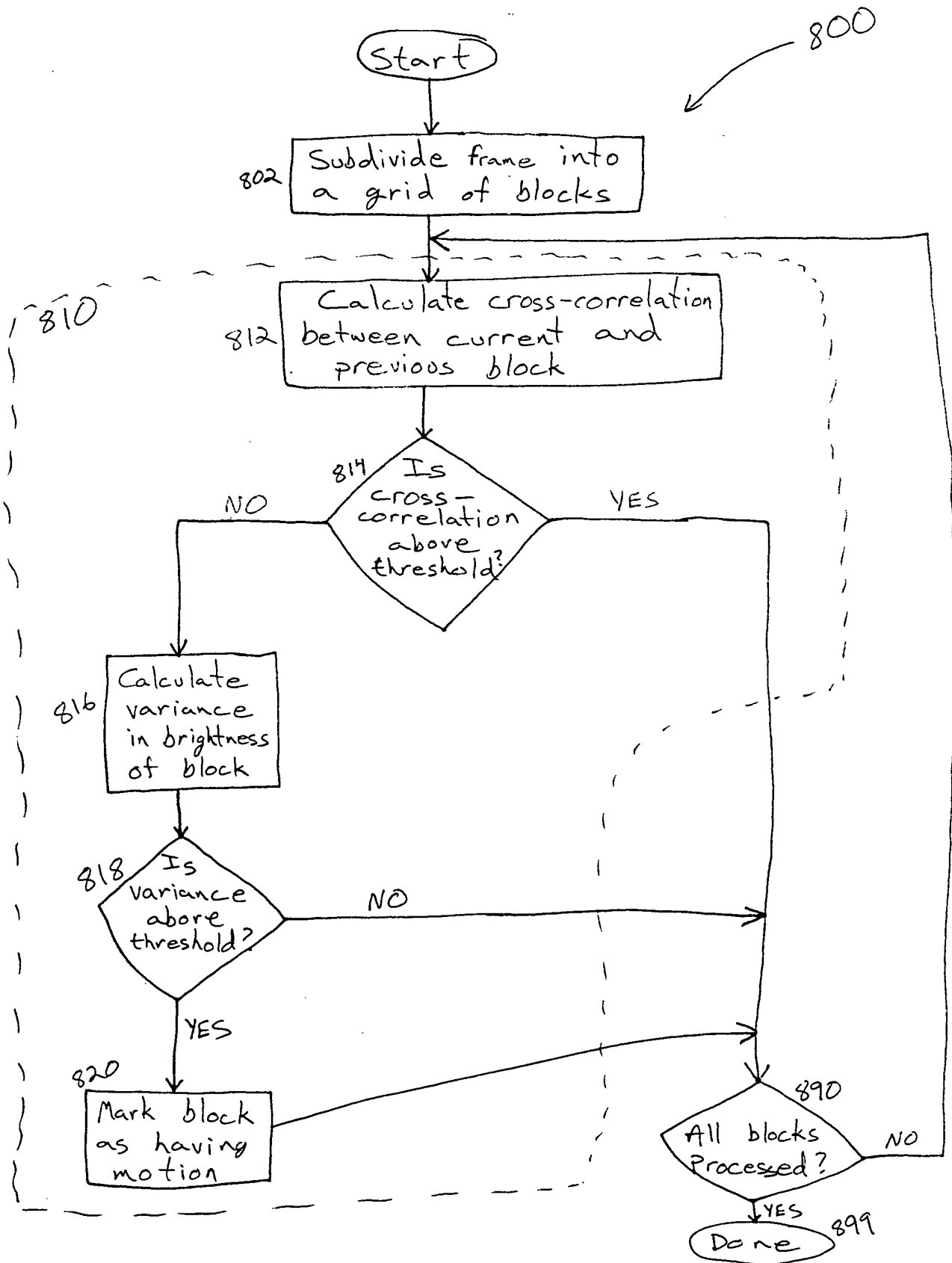


This block indicates an error in the stream. The transmission is terminated following the error code.

Fig. 7

09552143 "083900

Figure 8



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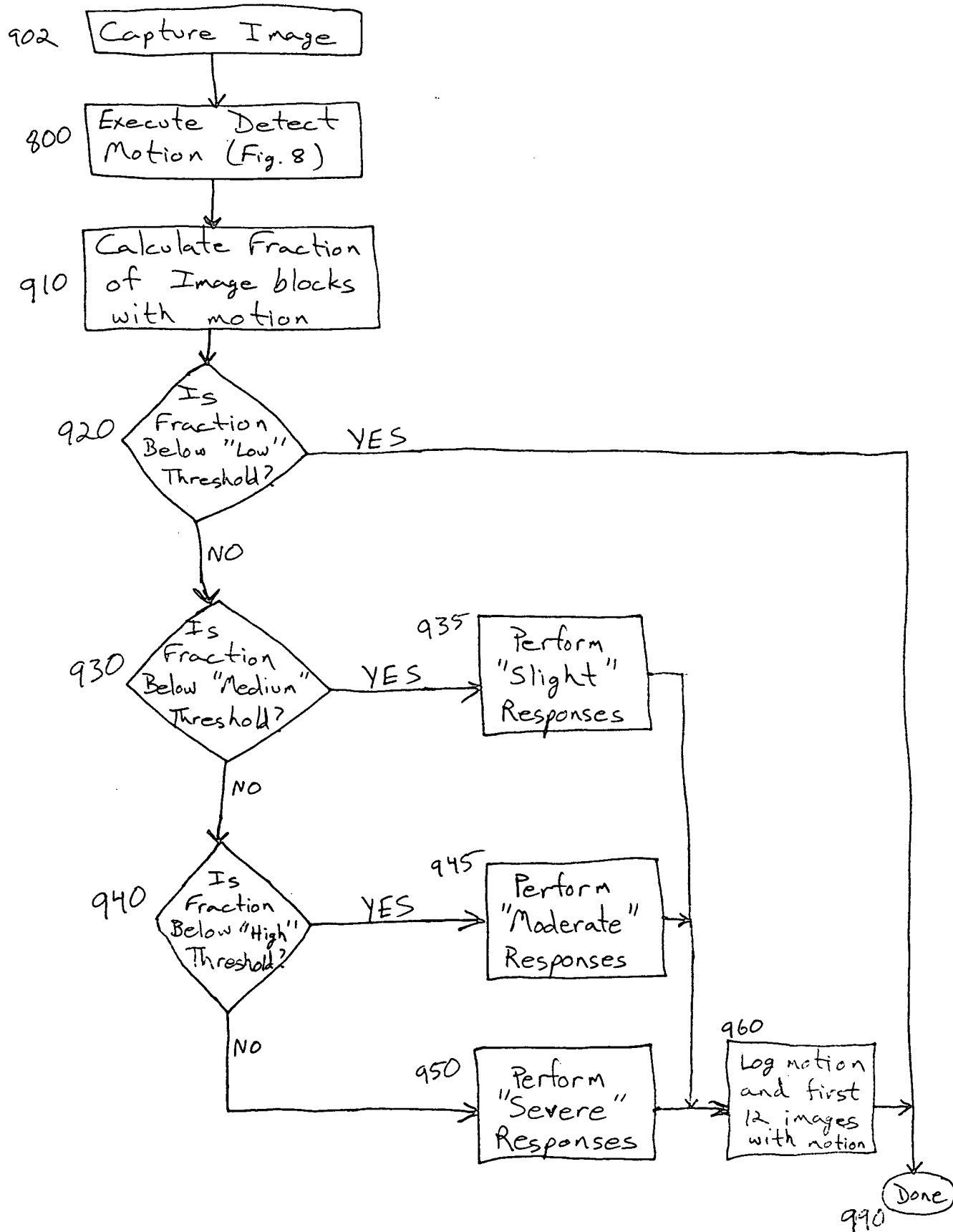
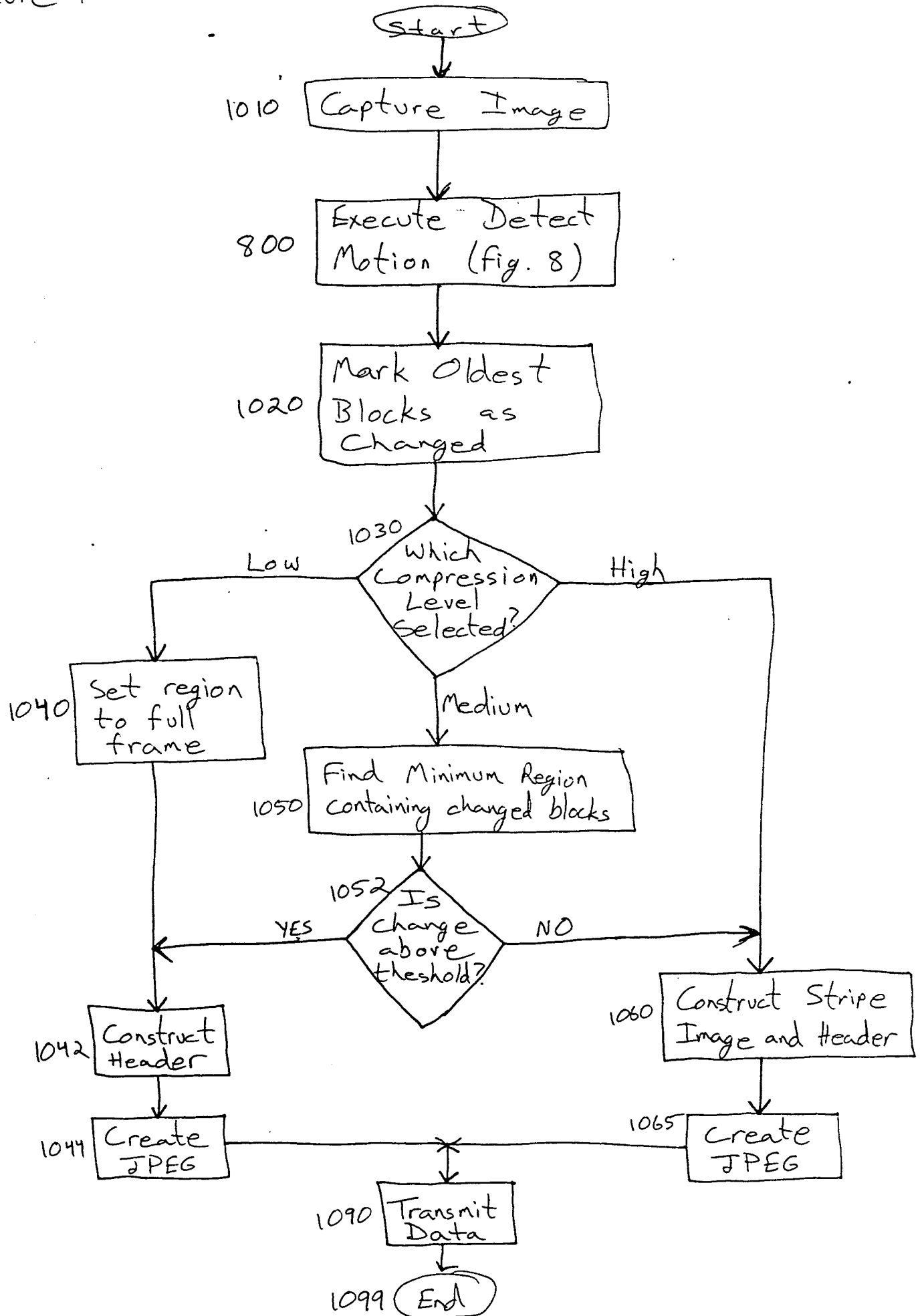
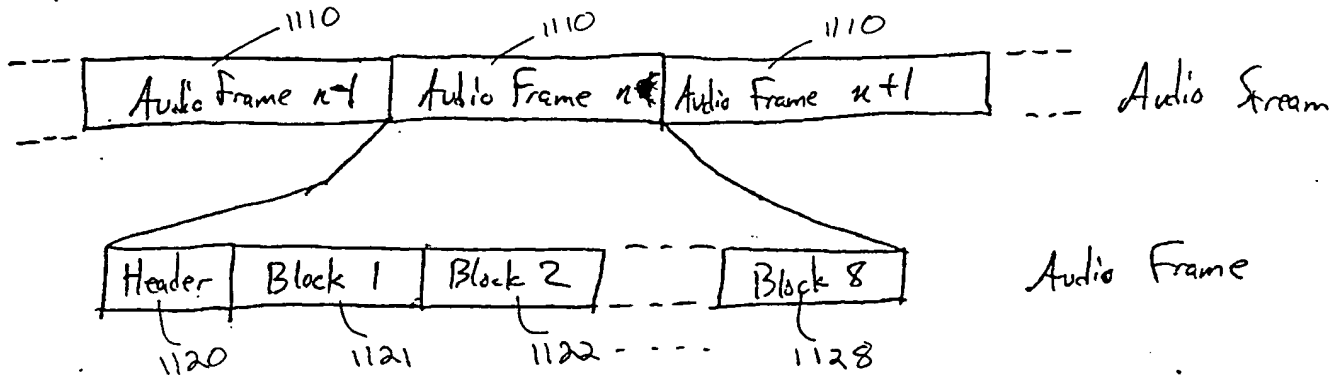
Figure 9

Figure 10

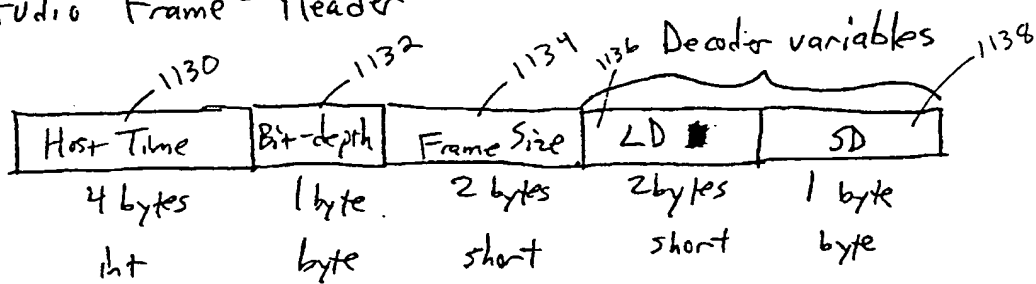


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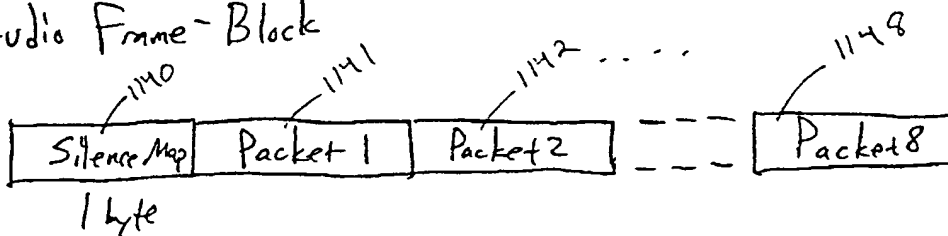
Stream Audio Format



Audio Frame - Header



Audio Frame - Block



Each bit in the silence map indicates whether the corresponding packet exists in the stream.

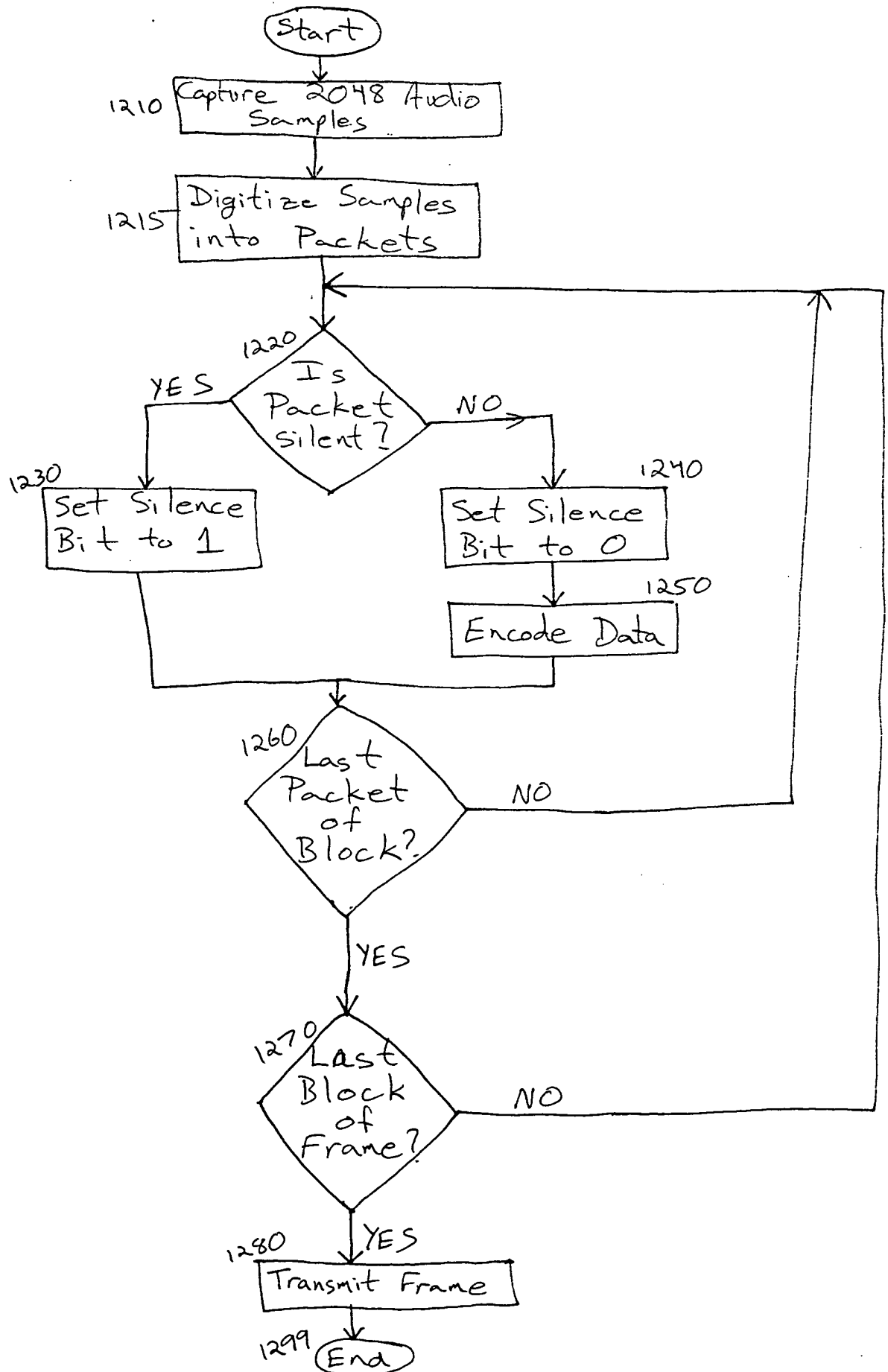
Each packet consists of 32 samples of 2m, 4m, or 8m bits each (thus 8, 16, or 32 bytes per packet).

2- and 4-bit encodings are in ADPCM format.

8-bit encoding is μ -law compressed samples.

Fig. 11

Figure 12



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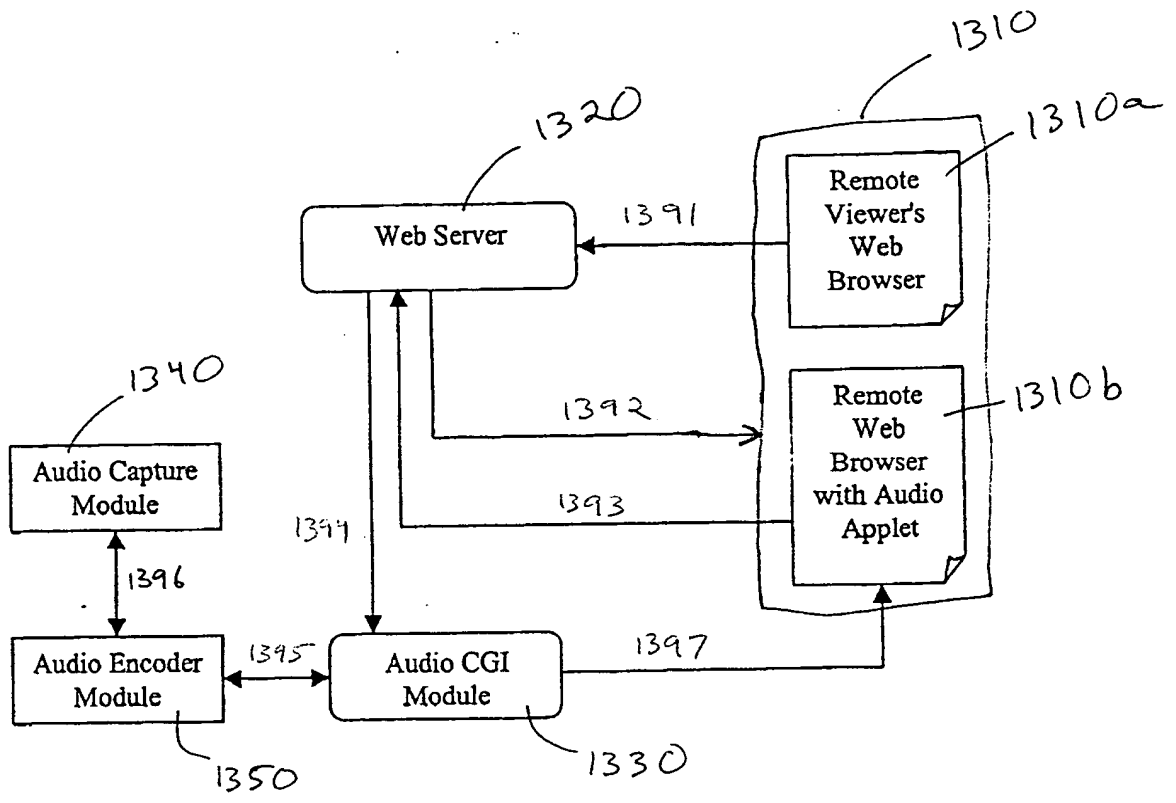


Fig. 13

0065213.03900

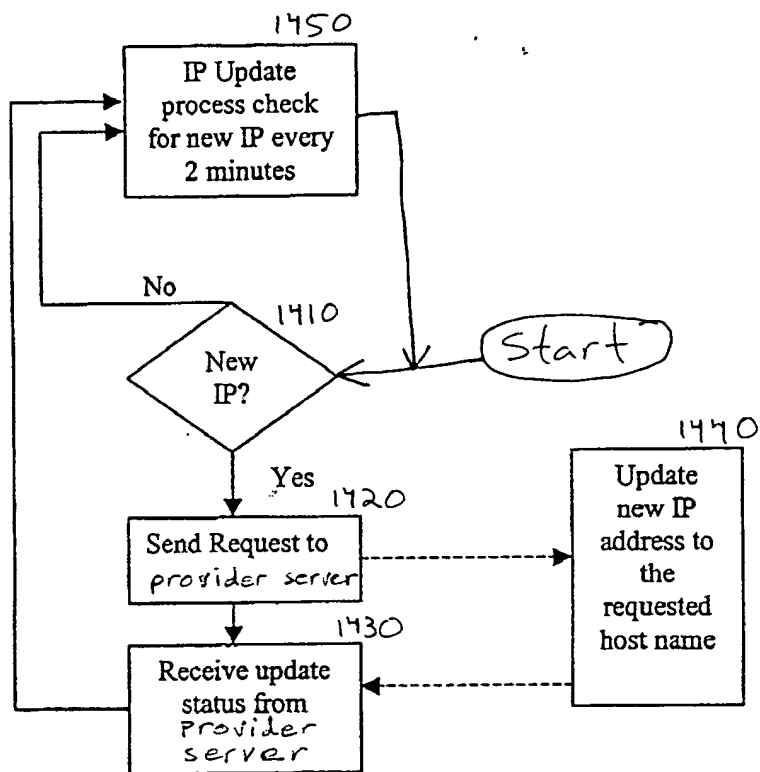


Fig. 14

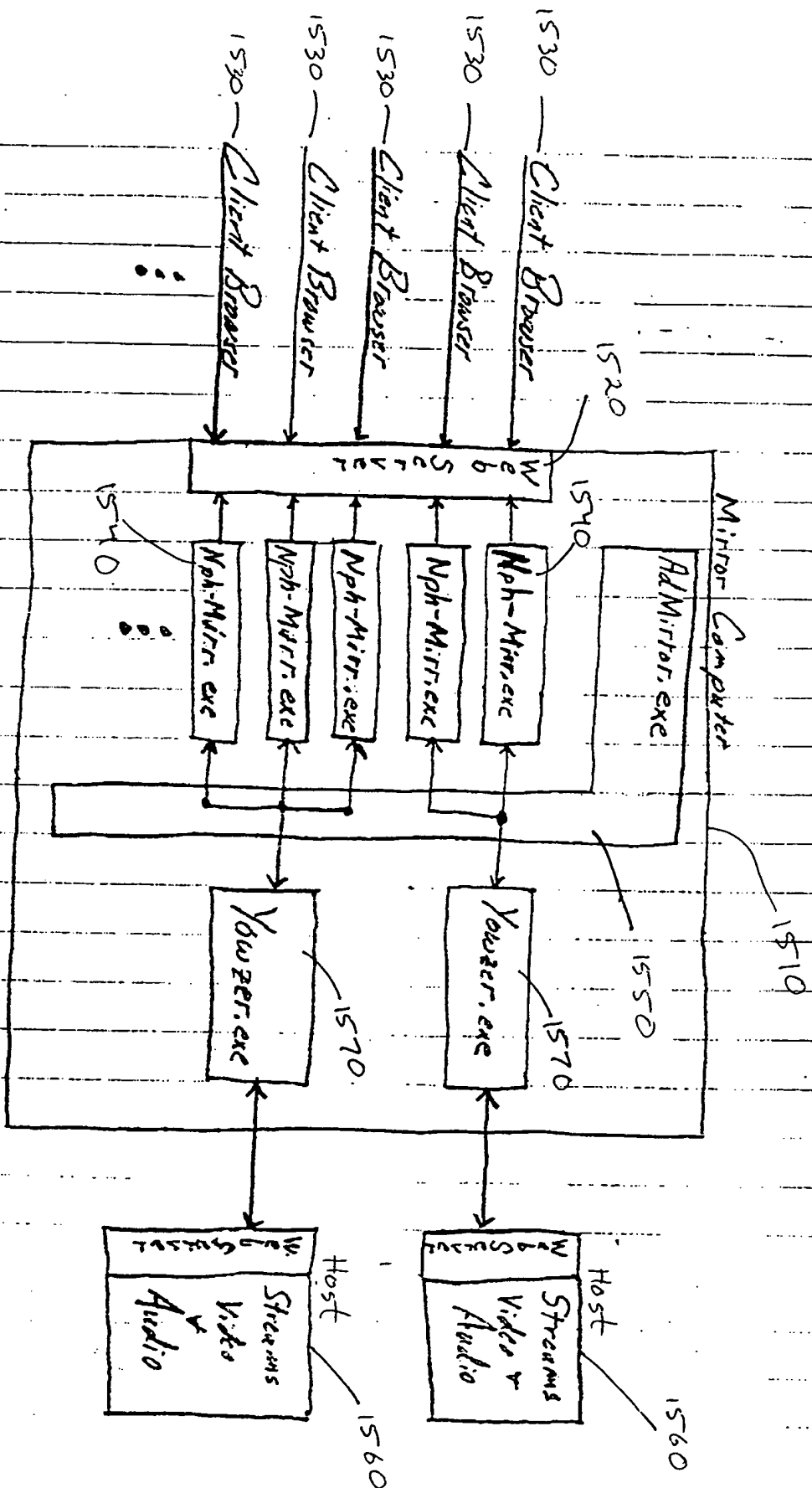


Fig. 15